

SPELLJAMMER COMBAT EXPANDED



A RESOURCE FOR ALTERNATIVE RULES AND MECHANICS FOR
SPELLJAMMER COMBAT AND HAZARDS

version 1.3



INTRODUCITON

The *Spelljammer: Adventures in Space* set updates spelljammer rules for 5th edition of Dungeons & Dragons. This includes spelljammer ship combat rules that are “simple yet exciting.” However, for some these rules may be too simplistic and sparse.

While I do not personally take issue with the rules being simplistic, I do feel that they remove the focus and spotlight off of where it belongs: on the player characters. During a spelljammer combat encounter the player characters have little to no choices or available actions and are not even depicted on the map. During these encounters, the game is no longer about them. While the rules might make for a simple yet fun space-themed mini game, without a proper focus on the player characters, it just doesn’t feel like actual D&D to me. With that in mind, I have drafted up these alternative rules and mechanics for spelljammer combat encounters.

This supplement includes officer roles with special actions during spelljammer combats, alternative rules and tips to make spelljammer combat more engaging and dynamic, spelljamming hazard that are run as group

checks, and a summaries of stat blocks for spelljammer ship and their artillery weapons. All of these alternative rules can be adopted individually or as a collective whole; take what you like, leave the rest.

You will find that the alternative rules and mechanics herein are heavily influenced by the naval ship rules found in Appendix A of *The Ghosts of Saltmarsh* adventure book. I have always found that those rules did a good job of adding sailing vessels to D&D without ever really taking the spotlight off of the player characters themselves. I have also attempted to avoid anything that may be too complex, uncesssarily in-depth, or otherwise difficult to run during play. Any rules or spelljammer related mechanics not touched on in here are assumed to remain the same as presented in the *Astral Adventurer’s Guide*. I hope this rule set will enable you to take all of the fun and enjoyment of D&D with you on your adventures through Wildspace and beyond.

SHIP OFFICERS AND CREW

Even magically flying vessels require people to run it; the officers in charge and a crew who follow their orders.

OFFICER POSITIONS

Each player character fulfills an officer positions, which are listed below. While there can only be one active Spelljammer officer at a time, any number of characters can concurrently serve in the same officer position, in which case they share the responsibilities and duties of that position. The position that a character fills will impact some of their options and actions during spelljammer combat encounters and hazards, although a player character always has access to their normal actions and abilities (such as taking the Attack action, casting a spell, or using another character ability).

On enemy spelljammer ships, officers are represented by creatures that are individually managed (i.e. generally those that have their own stat blocks, tokens, and turns during combat). Generally, it is not required to assign enemy creatures to specific roles on their ship, but you may do so in circumstances that merit it.

Officers are not included in the crew count or statistics of a spelljammer ship (see the “Spelljammer Ship Crew” section below).

WHERE'S THE CAPTAIN?

The role of captain has been purposefully omitted. On spelljammer ships, the traditional chain-of-command is replaced by individual ship roles in which command of the ship is shared by multiple officers without one inherently outranking any other. This structure is more accommodating to a cooperative roleplaying experience among all players at the table where everyone gets an equal voice.

A decentralized governance structure enables the spelljammer ship to act and react quickly without waiting on issued commands from a single source. This also prevents an entire vessel from turning to chaos the instant that a single officer is killed.

Of course, if you would prefer to have a captain role aboard your spelljammer, implement a Captain officer position following the other officer examples provided.

SPELLJAMMER

The Spelljammer is a spellcaster who uses their magic to propel and steer the spelljamming vessel. Without a Spelljammer attuned to the helm of the spelljamming ship, it cannot move. Therefore, the Spelljammer role is the most important role on a spelljammer and is to be protected at all costs.

During combat, the ship shares your initiative. During your turn and while seated in an attuned spelljammer helm, you have access to the following special options in addition to your normal options and abilities:

Ship actions. Every turn, you control the actions that the spelljammer ship takes. Refer to the “Spelljammer Ship Actions” section below. These ship actions do not count as your own actions.

Expend spell slot. As an action, you expend a spell slot to infuse the ship with your magic, choosing one of the following effects:

- **Shields up.** Until the start of its next turn, the ship gains a bonus to its AC equal to 3 + 1 per spell level above first.
- **Thrusters.** Until the start of its next turn, the ship gains a bonus to its movement equal to 30 + 15 per spell level above first.

FIRST MATE

A First Mate takes on the duties of motivating and leading the crew. The First Mate role is usually a good fit for someone with high Charisma and Wisdom.

During your turn and while aboard a friendly spelljammer, you have access to the following special options in addition to your normal options and abilities:

Motivate crew. As an action, you attempt to motivate the crew, helping them achieve their best. You gain a motivation die, which is a d8. Before the start of your next turn, you can roll the die and add the number rolled to one ability check, attack roll, or saving throw that the ship or crew makes. You can decide to use the motivation die after the d20 is rolled, but before the outcome is determined. Once rolled, the motivation die is lost. You can only have one motivation die at a time, and only one motivation die can be applied to any roll.

Take aim. As an action, you direct the crew's firing, aiding in aiming one of the ship's weapons. Select one of the ship's weapons that is within 10 feet of you. It gains advantage on the next attack roll it makes before the end of the ship's next turn.

Full speed ahead. As an action, you exhort the crew to work harder and drive the ship forward faster. Roll a d6 and multiply the result by 5. Apply the total as a bonus to the ship's speed until the end of the ship's next turn. If the ship is already benefiting from this action's bonus, don't add the bonuses together; the higher bonus applies.

BOSUN

A Bosun (or Boatswain) takes on the duties of maintaining and operating the ship and its weaponry. The Bosun role is usually a good fit for someone with high Strength or Dexterity.

During your turn and while aboard a friendly spelljammer, you have access to the following special options in addition to your normal options and abilities:

Emergency repairs. As an action, you quickly make repairs to the ship using whatever materials are available. The repairs may not hold long term, but they'll do for now. The ship gains 2d10 temporary hit points.

Brace for impact. As an action, you prepare the ship for an immediate impact. Until the start of

your next turn, any damage that the ship takes from crashing or ramming is reduced by 2d10.

About face. As an action, you can increase the ship's agility by 50% until the end of its next turn, allowing the ship to rotate further than normal. The ship can only benefit from one bonus to its agility at a time.

Take aim. As an action, you direct the crew's firing, aiding in aiming one of the ship's weapons. Select one of the ship's weapons that is within 10 feet of you. It gains advantage on the next attack roll it makes before the end of the ship's next turn.

Full speed ahead. As an action, you exhort the crew to work harder and drive the ship forward faster. Roll a d6 and multiply the result by 5. Apply the total as a bonus to the ship's speed until the end of the ship's next turn. If the ship is already benefiting from this action's bonus, don't add the bonuses together; the higher bonus applies.

MEDIC OFFICER

The Medic Officer takes on the duties of tending to the injuries and illness of the crew and fellow officers. The Medic Officer role is usually a good fit for someone with high Wisdom.

During your turn and while aboard a friendly spelljammer, you have access to the following special options in addition to your normal options and abilities:

Tend to crew injuries. As an action, you tend to the most serious injuries of the crew. Roll a d4. A number of crew members previously thought dead equal to the die roll regain consciousness with 4 hit points.

Tend to officer injuries. As an action, you hastily tend to the injuries of another officer within 5 feet of you. The bandages may not hold up in the long term, but they will help for now. If the officer is at 0 hit points, it becomes stable. Otherwise, the officer gains temporary hit points equal to 1d6 + your Wisdom modifier.

Take aim. As an action, you direct the crew's firing, aiding in aiming one of the ship's weapons. Select one of the ship's weapons that is within 10 feet of you. It gains advantage on the next attack roll it makes before the end of the ship's next turn.

GENERIC OFFICER

Additional officers may be appointed or assigned on a spelljammer ship who take an active part in the leadership of the vessel but are not primarily responsible for any particular area. Characters serving in such capacities are simply referred to as “Officers”.

During your turn and while aboard a friendly spelljammer, you have access to the following special options in addition to your normal options and abilities:

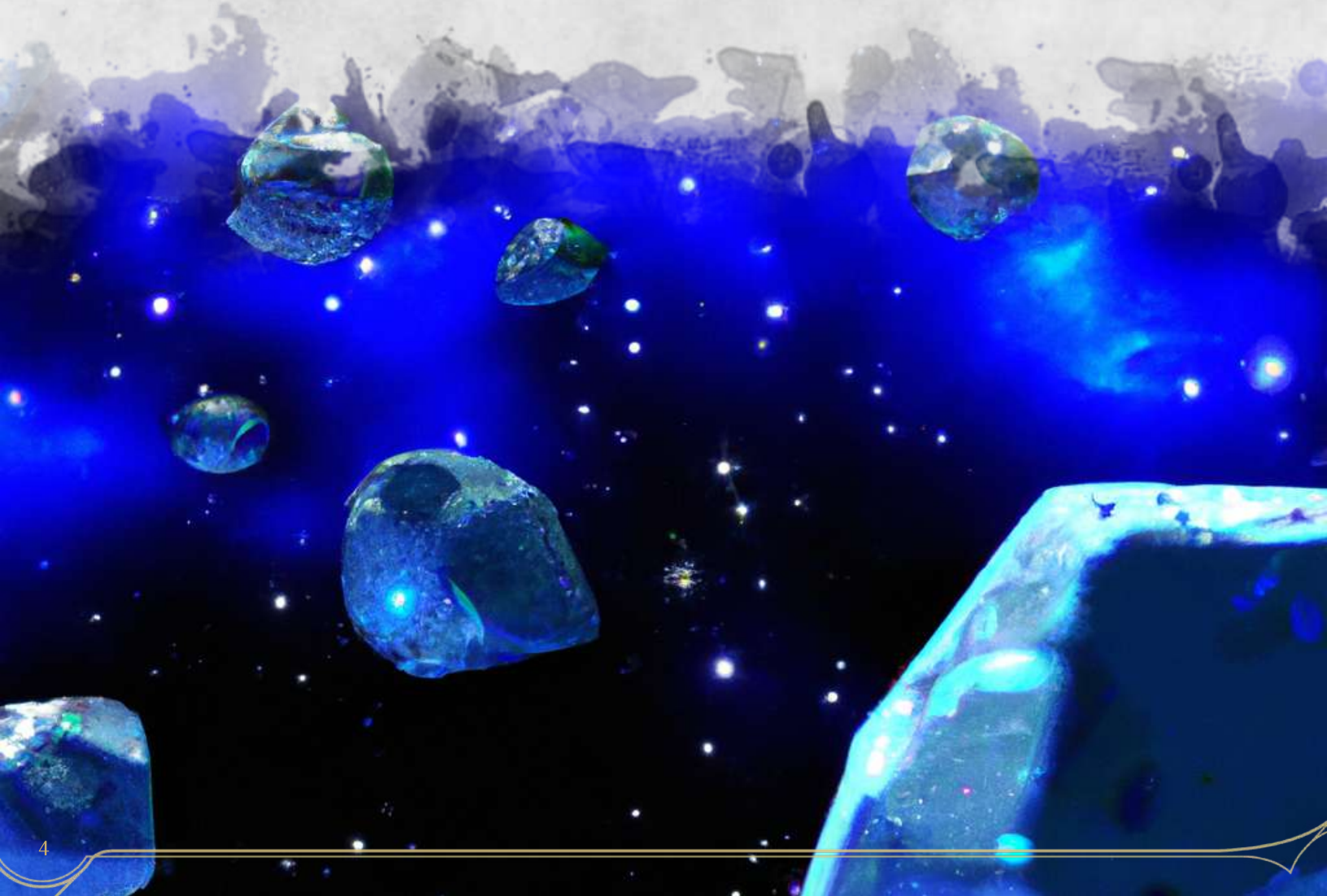
Take aim. As an action, you direct the crew’s firing, aiding in aiming one of the ship’s weapons. Select one of the ship’s weapons that is within 10 feet of you. It gains advantage on the next attack roll it makes before the end of the ship’s next turn.

Full speed ahead. As an action, you exhort the crew to work harder and drive the ship forward faster. Roll a d6 and multiply the result by 5. Apply the total as a bonus to the ship’s speed until the end of the ship’s next turn. If the ship is already benefiting from this action’s bonus, don’t add the bonuses together; the higher bonus applies.

CREATING ADDITIONAL OFFICERS POSITIONS & ACTIONS

As noted above, multiple characters can simultaneously fill the same officer position. Alternatively, any number of additional officer positions can be created as desired. Consider positions such as a Navigator, Culinary Officer, or Weapons Officer. It would also be appropriate to ask the player what type of role they would like their character fill if none of the options above are not to their liking.

Additional officer actions can also be added either to the above officer position or to new officer positions of your own making. In general, most officers other than the Spelljammer can take the “Take Aim” and “Full Speed Ahead” actions. The DM determines additional special actions tailed to each additional officer position created.



CREW

A ship requires a number of able-bodied sailors to crew it. While player characters take the spotlight and fill officer roles, crew members work diligently in the background to keep a ship running. While they may not be the focus of the adventure, they are an important aspect of flying a ship.

CREW IN COMBAT

Managing an entire crew on an individual basis tends to be cumbersome and greatly slows down play during spelljammer combat encounters. To simplify running crew in combat, the crew is treated as an extension of the ship itself, rather than individuals by using the following principles:

- Instead of tracking the specific positions of each crew member, assume that the crew is evenly spread out on the ship's deck.
- Crew members do not roll their own initiative.
- Crew members do not take their own actions outside of the ship's actions. Typically the crew is too busy running the ship and manning the artillery to do anything else during combat.
- Reducing a ship's crew reduces the number of crew members available to operate the artillery and reduces the number of attacks a ship can make, making them a tempting target in combat.

ATTACK ROLLS

Crew members typically use the commoner stat block, which has an Armor Class of 10 and 4 Hit Points. Ships that are crewed by exceptionally trained and equipped creatures, such as high military vessels, may use a different stat block for their crew members such as the guard, soldier, or another stat block chosen by the DM (generally only the Armor Class and Hit Points are relevant for crew members). Resolve individual attacks against crew members as normal.

Some ships may have railings and other parts that may provide the crew with half cover at the DM's discretion.

AREAS OF EFFECT

When targeted by a spell or other effect that deals damage to an area, the spell or effect is assumed to hit a number of crew members equal to the number indicated on the table below based on the size of the effected area. If player characters are

also affected by any AOE spell or effect, reduce the number of crew members affected by the number of player characters in the area of effect. Based on specific circumstances, the DM may rule that more or fewer crew members are affected by the spell or effect than what is indicated on the table.

If the spell or effect requires multiple crew members within the area to make a saving throw, roll one single combined saving throw for all of them. Crew members have a +4 bonus to all saving throws.

CREW MEMBERS AFFECTED BY AREAS OF EFFECT

| Circle Radius | Cube Side | Cone Length | Line Length | Crew Members |
|------------------|--------------|----------------|----------------|-----------------|
| | | | | Hit |
| 5 ft. | 10 ft. | 15 ft. | 30 ft. | 1 |
| 10 ft. | 20 ft. | 30 ft. | 60 ft. | 2 |
| 15 ft. | 30 ft. | 45 ft. | 90 ft. | 3 |
| 20 ft. | 40 ft. | 60 ft. | 120 ft. | 4 |
| 25 ft. | 50 ft. | 75 ft. | - | 5 |
| 30 ft. | 60 ft. | 90 ft. | - | 6 |
| 35 ft. | 70 ft. | 105 ft. | - | 7 |
| 40 ft. | 80 ft. | 120 ft. | - | 8 |

ADDITIONAL CREW RULES

Optionally, you may choose to make the character's management of their crew a greater part of your game.

Crew morale and quality. To simulate the morale or quality of a crew, consider adopting either the optional loyalty rule from chapter 4 of the *Dungeon Master's Guide* or the crew quality rules from Appendix A of *Ghosts of Saltmarsh*. A crew's loyalty or quality may impact their bonus to skill checks and saving throws.

Crew cost and upkeep. To simulate the payment and upkeep of a crew, consider implementing rules for the payment and general upkeep of the crew. The details of how a crew is paid and provided for may vary wildly based on the nature and setting of your campaign. Your crew may be bought and paid for by a common patron, they may be pirates working for a cut of your plunder, or they may be hired hands working for a predetermined amount of pay. Chapter 5 of the *Player's Handbook* suggested daily rates for a skilled and unskilled hireling of 2 gp and 2 sp, respectively.

SPELLJAMMER COMBAT & HAZARDS

SHIPS IN COMBAT

This section provides advice and instructions on how to run a combat encounter involving spelljammer ships. These items focus only on the specific topics of running combat that are unique to a spelljammer setting.

MAP SET UP

Using these rules, a spelljammer combat encounter is expected to take place on a gridded map as normal. The player characters (with possible exception for the Spelljammer who may be below deck) are represented by tokens on top of their spelljamming vessel. When the spelljamming vessel moves, all tokens aboard that vessel also move. During their turn, a creature can move and position itself around the deck just as it would normally move around any other map. A creature can also jump overboard or board another vessel that's close enough to reach.

Crew members are not depicted on the map. Instead, we assume the crew is evenly spread-out on top of the ship during battle as they manage the ship and man the artillery.

STARTING DISTANCES

Artillery ranges can extend far beyond what is feasible to represent on a single battlemat (such as a mangonel that can reach up to 800 feet which would require a 160 squares with a 5-foot grid).

Instead, start opposing ships as far apart on the battlemat as reasonably possible. At the start of combat, simulate the attacks that would have taken place as the ships move closer to each other by allowing each ship to make a number of attacks against the other ship based on each ship's available weapons and distances.

While you could calculate the number of attacks as the fileable distance between the ships divided by the combined speed of the ships (assuming they're moving towards each other), I recommend that you take a more simple approach and just pick a number of attacks that makes sense for the situation (typically between 2 and 4 are plenty). Generally, these first attacks will be made at disadvantage for being made at long range.

BIGGER ISN'T ALWAYS BETTER

Positioning multiple ships on a scale that allows for individual character and creature tokens can present a challenge. You will most likely need to use larger battle maps than you normally do to accommodate for the size of these ships. This may become challenging if space is limited at your table or if playing online with a smaller screen. If the size and scale of running combat in this way proves to be challenging or unfeasible, these rules can still be adopted when running spelljammer battles at the ship level rather than the individual character level.

INITIATIVE

A spelljammer ship share its turn with its Spelljammer. At the start of combat, the active Spelljammer rolls their initiative as normal. On their turn, the active Spelljammer directs the ship's movement and actions, in addition to their own actions.

Each other player character rolls their own initiative.

SPELLJAMMER SHIP ACTIONS

The character acting as the Spelljammer determines the actions that the ship takes on its turn, however these ship actions do not count as the Spelljammer's own actions.

During its turn, the spelljammer ship can perform all or any of the following actions:

- Move up to its speed.
- Turn up to its agility.
- Attack with as many weapons that can be fully manned by the current number of crew members.
- Take any special actions that are specified in the ship's stat block.

TARGETS IN SPELLJAMMER COMBAT

During a spelljammer battle, characters, ships, and creatures can target any of the following with attacks, spells, and other abilities (provided they are within range to do so):

- A spelljammer ship itself.
- An artillery weapon onboard a spelljammer ship. Destroying another ship's artillery will prevent future attacks.
- The crew of a spelljammer ship. Depleting the number of crew will decrease the number of attacks a ship can make.
- Creatures on board the spelljammer ship. These are the officers and other creatures that are individually depicted as tokens and separately managed (including the player characters). Defeating enemy officers will limit the ship's capabilities and eventually end the combat.

DIRECTIONAL FIRING

To add increased ship maneuvering tactics to your game, consider adding rules for directional firing.

Some artillery, such as ballistae, are generally assumed to be rotational and appropriately placed allowing them to fire in any direction. Other artillery, such as mangonels and side-mounted cannons, are generally assumed to be fixed and only able to fire in a specific direction. In such cases, the artillery's area of range is expressed as a cone with a length equal to the weapon's range, following D&D's normal rules for using and measuring cones (see Chapter 10 of the Player's Handbook or Chapter 2 of Xanathar's Guide to Everything). If needed, the DM has the final say on what a particular weapon can target.

TRACKING STATS

During combat, you will need to track various stats for each ship, including hit points, crew members, and hit points for each weapon. The responsibility of tracking these stats can also be given one of the players (such as the player acting as the Spelljammer or the Bosun).

RAMMING OR CRASHING A SHIP

A spelljammer ship can attempt to ram another ship, creature, or object by moving into the target's space and making a special attack roll (1d20 + the spelljammer's proficiency bonus) against the target's Armor Class. On a hit, both the target and the ship take damage as shown in the Crash Damage Table.

Based on circumstances, the DM may determine that a crash is unavoidable and that no attack roll is required. If the target of the ramming attack is at least two sizes smaller than the spelljammer ship, the target is either moved or destroyed.

If installed on a ship, special weapons called "rams" may change the amount of damage dealt or taken by a ramming spelljammer ship.

CRASH DAMAGE TABLE

| Size | Bludgeoning Damage |
|------------|--------------------|
| Small | 3 (1d6) |
| Medium | 5 (1d10) |
| Large | 22 (4d10) |
| Huge | 44 (8d10) |
| Gargantuan | 88 (16d10) |

BOARDING

Characters can move themselves from one ship onto another by any means normally available to them, including jumping, flying, teleporting, running out a plank (as an action), or using a grappling hook (as an action), provided the target ship is within range for that method. If one ship is within 5 feet of another ship, creatures are presumed to be able move between ships safely and without concern.

Characters preparing to board an enemy vessel may want to take the Ready action to do so as the spelljammer maneuvers the ship to be within range.

SHIP REPAIRS

The Astral Adventure's Guide states that spelljammer ships can be repair in two ways:

- Spending 1 day and 20 gp for 1 hit point.
- Casting the Mending cantrip (1x per hour) for hit points equal to $1d8 + \text{spellcasing modifier}$ (or around 168 hit points or more per day).

There are a couple of issues with both these methods. With the first method, most ships could take around a year or more to repair if they were badly damaged. While having downtime in your adventure is great, taking a year off after every battle is probably too much. The second method makes the first method functionally worthless. Why would anyone ever repair a ship manually when it would be far quicker and way cheaper to just pay a spellcaster. Additionally, the Mending cantrip cannot repair any break or tear that is larger than 1 foot, so it would be unreasonable to assume that it could fix more than a small amount of damage to a large vessel at all.

Instead, consider adopting the following methods of repairing spelljammer ships and weapons:

- Repairing 5 hit point of damage to a berthed ship takes 1 hour and costs 10 gp for materials and labor. Damage to shipboard weapons can be repaired just as quickly and at the same cost.
- Casting mending on a damaged ship or shipboard weapon restores 5 hit points to the target. The target can regain up to a maximum of 50 hit points in this way, after which it cannot regain any more hit points from the mending spell until it has first been fully repaired and regained all its hit points.

HAZARDS

Travel in Wildspace or the Astral Sea is an innately dangerous proposition. An infinite number of unknown possibilities can threaten to delay, damage, or destroy even the grandest of spelljammer vessels. Other threats may arise from within; caused by the ship or crew itself.

Broadly speaking, a “hazard” could be used for just about kind of non-combat encounter or other action that the party may attempt involving a spelljammer ship.

This section presents a template for running hazards as group check skill challenges with a few examples of some more common hazards spelljammers are likely to face while they sail among the stars.

GROUP CHECKS

When faced with a hazard encounter, the spelljammer ship’s officers and crew make a special group check (see chapter 7 of the Player’s Handbook for how group checks work).

The description of a hazard presents suggested actions and corresponding officer roles that each player character can make. Generally, each option can only be attempted once. Players are also encouraged to be creative and think of other actions their characters make take to address the hazard. The DM adjudicates these suggestions and calls for an appropriate roll. In addition to the officers, the crew members of the ship make a single check, a d20 roll + 4 (see the “Crew” section above for details). Each of these individual ability check contributes to one combined group check.

HAZARD OUTCOMES

Once all the checks related to the group check have been rolled, the ship’s success or failure is determined. Hazards typically offer four levels of success or failure determined by the results of the ship’s group check:

- **Total Success.** Every roll in the group check is a success. All negative impacts of the hazard are avoided or prevented, and the party may be able to use the hazard to their benefit in some way.
- **Success.** A majority (at least 50%) of the rolls in the group check are a success. Impacts of the hazard are minimal or none.
- **Failure.** A majority (at least 50%) of the rolls in the group check are a failure. The party is negatively impacted by the hazard. The hazard may not be resolved forcing another check.
- **Total Failure.** Every roll in the group check is a failure. The negative impact of the hazard is intensified or additional drawbacks are added. The hazard may not be resolved forcing another check.

HAZARD DIFFICULTY

Determine the hazard’s difficulty class based on the nature and intensity of the hazard, or roll randomly on the Hazard DC table. Generally, the intensity of the consequences for failing a hazard check increase directionally with the Hazard DC.

HAZARD DC TABLE

| d20 | Hazard DC | Difficulty |
|-------|-----------|-------------------------|
| 1-9 | 10 | Easy / Not Dangerous |
| 10-17 | 15 | Moderate / Dangerous |
| 18-19 | 20 | Hard / Deadly |
| 20 | 25 | Very Hard / Very Deadly |

EXAMPLE HAZARDS

PLOT A COURSE (DC 12)

| Role | Task | Check |
|----------------------|--|---|
| Spelljammer | Navigate | Intelligence (Arcana) or Wisdom (Survival) |
| First Mate | Advise course | Intelligence (Investigation) or Wisdom (Survival) |
| Bosun | Man the ship | Strength (Athletics) or Dexterity (Acrobatics) |
| Any | Other | TBD by DM |
| Total Success | Gain 1 hour. Used the gravitational fields to your advantage. | |
| Success | Successfully plot a safe and effective course. | |
| Failure | Lose 1 hour. Failed to account for gravitational fields of nearby systems. | |
| Total Failure | Lose 2 hours. Repeat the hazard. | |

ELECTRIC FIELD (DC 12)

| Role | Task | Check |
|----------------------|--|--|
| Spelljammer | Navigate | Intelligence (Arcana) or Wisdom (Survival) |
| Any | Avoid currents | Dexterity (Acrobatics) |
| Bosun | Manage energy levels | Intelligence (spelljammer) |
| Medic | Treat injury | Wisdom (Medicine) |
| Any | Other | TBD by DM |
| Total Success | Avoid taking any damage or losing any time. | |
| Success | Avoid taking any damage or losing any time. | |
| Failure | Lose 1 hour repowering the ship. 2 crew members are electrified and fall off the ship. | |
| Total Failure | Lose 1 hour repowering the ship. 5 crew members are electrified and fall off the ship. | |

ASTEROID CLUSTER (DC 15)

| Role | Task | Check |
|----------------------|---|--|
| Spelljammer | Navigate | Intelligence (Arcana) or Wisdom (Perception) |
| First Mate | Motivate crew | Charisma (Persuasion) |
| Bosun | Protect the ship | Strength (any tools) or Intelligence (spelljammer) |
| Any | Man the ship | Strength (Athletics) or Dexterity (Acrobatics) |
| Any | Other | TBD by DM |
| Total Success | Ship takes no damage. | |
| Success | Ship takes no damage, but gets some scratch and dents. | |
| Failure | Ship takes 75 damage. | |
| Total Failure | Ship takes 75 damage and is still stuck in the asteroid cluster. Repeat the hazard. | |

FIRE ON BOARD (DC 15)

| Role | Task | Check |
|----------------------|---|--|
| Spelljammer | Determine cause/source | Wisdom (Perception) |
| First Mate | Immediate action | Charisma (Intimidation) |
| Bosun | Protect the ship | Strength (any tools) or Intelligence (spelljammer) |
| Medic | Treat injury | Wisdom (Medicine) |
| Any | Other | TBD by DM |
| Total Success | The fire is successfully extinguished with only superficial damage. | |
| Success | The fire is extinguished after the ship takes 22 (4d10) fire damage. | |
| Failure | The fire is extinguished after the ship takes 44 (8d10) fire damage or one of its weapons is destroyed. | |
| Total Failure | The fire is not extinguished and the ship takes 44 (8d10) fire damage. Repeat the hazard. | |

CREW CONFLICT (DC 12)

| Role | Task | Check |
|----------------------|---|-------------------------|
| First Mate | Restore order | Charisma (Intimidation) |
| First Mate | De-escalate | Charisma (Persuasion) |
| Any | Restrain | Strength (Athletics) |
| Any | Determine root cause | Wisdom (Insight) |
| Any | Other | TBD by DM |
| Total Success | The crew conflict is resolved and morale is raised. The crew's bonus to ability checks and saving throws is increased by 2 for the next 3 days. | |
| Success | The crew conflict is resolved. | |
| Failure | The crew's bonus to ability checks and saving throws is decreased by 2 for the next 3 days. | |
| Total Failure | The crew's bonus to ability checks and saving throws is decreased by 5 for the next 3 days. | |

INTERSTELLAR FOG (DC 12)

| Role | Task | Check |
|----------------------|--|--|
| Spelljammer | Navigate | Wisdom (Perception) or Wisdom (Survival) |
| First Mate | Advise course | Wisdom (Nature) |
| Any | Calm the crew | Charisma (Persuasion) |
| Any | Other | TBD by DM |
| Total Success | The interstellar fog has no effect. | |
| Success | The interstellar fog has no effect. | |
| Failure | The ship is delayed by 11 (2d10) hours. | |
| Total Failure | The ship is lost in the fog and delayed by one day. Repeat the hazard. | |

EXAMPLE TYPICAL HAZARD CHECKS

The following table provides a variety of example skill checks that may be relevant depending on the hazard encountered.

EXAMPLE HAZARD CHECKS TABLE

| Skill Check | Example Uses | Skill Check | Example Uses |
|------------------------------|---|-------------------------|---|
| Strength (Athletics) | Man the ship and fulfill various stations and functions. | Wisdom (Insight) | To determine a creature's true intention, next move, or underlying cause of an issue. |
| Strength (any tool) | To prevent or minimize damage to the ship. | Wisdom (Medicine) | Treat or prevent an illness or injury. |
| Dexterity (Acrobatics) | Man the ship and fulfill various stations and functions. | Wisdom (Perception) | Detect the presence obstacles or other objects. |
| Dexterity (Acrobatics) | Maneuver around obstacles that would impact crew members more than the ship itself. | Wisdom (Survival) | To plot a course or navigate through difficult regions. |
| Dexterity (Stealth) | To navigate and handle the ship to minimize noise and attention. | Wisdom (Survival) | To guide and lead the ship and crew through peril. |
| Intelligence (Arcana) | Navigate or control the spelljammer ship with precision. | Charisma (Intimidation) | To forcefully motivate the crew into immediate action. |
| Intelligence (Investigation) | To make logical deductions. | Charisma (Persuasion) | To rally the crew and improve moral. |
| Intelligence (spelljammer) | Use skill and knowledge of the ship to handle the situation at hand. | | |

SPELLJAMMER & WEAPON STAT BLOCKS

SPELLJAMMER STAT BLOCKS

This section provides a summary and explanation of the basic components of a spelljammer ship's stat blocks.

Some of these have been modified from the official stat blocks provided in the *Astral Adventurer's Guide*. A modified statistics summary table of each official spelljammer ship is provided at the end of this section. These modifications should be easy to change, switch around, or apply to homebrew ships as needed.

STAT BLOCKS COMPONENTS

A spelljammer ship's stat block is generally comprised of the following components.

Single Component. Spelljammer ships are considered "single component" ships, meaning that the ship itself only has one set of stats and pool of hit points. These stats include an Armor Class, hit points, damage threshold, speed, agility, crew members, immunities, and weapons.

Armor Class. The ship's AC reflects the materials used to construct it and any defensive plating used to augment its toughness.

Hit Points. These represent the condition of the ship. A spelljammer ship doesn't have hit dice.

Damage Threshold. A ship's damage threshold appears after its hit points. A ship has immunity to all damage unless it takes an amount of damage that equals or exceeds its threshold, in which case it takes damage as normal. Damage that fails to bypass the threshold is considered superficial and doesn't reduce the ship's hit points.

Speed. The ship's speed indicates how far a ship can move during its turn during combat (ex. 40 feet).

Agility. The ship's agility indicates how far a ship can turn or rotate during its turn in combat (ex. 90 degrees).

Crew Members. This represents the number of crew members the ship has when fully manned. During combat, crew members are assigned to operate the ship's weapons which determines the number of attacks the ship can make on its turn.

Immunities. Although not specified in their stat blocks, spelljammer ships are typically immune to poison and psychic damage, as well as the following conditions: blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed,

petrified, poisoned, prone, stunned, and unconscious.

Weapons. Artillery and other weapons onboard a spelljammer ship are considered to be separate components with their own stats and hit points. Each weapon requires a certain number of crew members to man it, otherwise it can not be fired. A weapon can not be fired more than once per turn. A crew member cannot man more than one weapon during a single turn.

VARIANT SPEED MECHANIC

To simulate the effects of damage taken by a spelljammer ship, consider the following variant speed rule:

As a spelljammer ship is damaged, its ability to function is impacted and its speed is reduced. When a spelljammer ship has fewer than 100 hit points remaining, its speed is cut in half. When a spelljammer ship has fewer than 50 hit points remaining, its speed is reduced to 0.

SUMMARY OF SPELLJAMMER STATS

The following table summarizes the basic stats of the spelljammer ships presented in the *Astral Adventurer's Guide*, with modifications where needed to work with the rules and mechanics of this supplement.

SPELLJAMMER SHIP STATISTICS SUMMARY TABLE

| Name | AC | HP | Speed | Agility | Crew | Cargo | Artillery |
|---------------|----|----------|-------|-------------|------|----------|--|
| Bombard | 15 | 300 (20) | 35 | 45 degrees | 12 | 150 tons | Ballista (x2); Giant Cannon |
| Damselfly | 19 | 200 (15) | 70 | 180 degrees | 9 | 5 tons | Ballista (x1); Mangonel (x1) |
| Flying Fish | 15 | 250 (15) | 40 | 90 degrees | 10 | 13 tons | Ballista (x1); Mangonel (x1) |
| Hammerhead | 15 | 400 (15) | 35 | 90 degrees | 15 | 30 tons | Ballista (x1); Mangonel (x2); Blunt Ram |
| Lamprey | 15 | 250 (15) | 35 | 90 degrees | 15 | 6 tons | Ballista (x4); Grappling Claws |
| Living Ship | 15 | 250 (15) | 40 | 90 degrees | 5 | 10 tons | Ballista (x1) |
| Nautiloid | 15 | 400 (15) | 40 | 90 degrees | 20 | 17 tons | Ballista (x4); Mangonel (x1); Tentacles |
| Nightspider | 19 | 300 (15) | 40 | 90 degrees | 25 | 50 tons | Ballista (x4); Mangonel (x1) |
| Scorpion | 19 | 250 (15) | 30 | 90 degrees | 12 | 12 tons | Ballista (x1); Mangonel (x1); Claws |
| Shrike | 15 | 250 (15) | 70 | 180 degrees | 11 | 20 tons | Ballista (x3); Piercing Ram |
| Space Galleon | 15 | 400 (15) | 35 | 90 degrees | 20 | 20 tons | Ballista (x2); Mangonel (x1) |
| Squid Ship | 15 | 300 (15) | 30 | 90 degrees | 13 | 20 tons | Ballista (x2); Mangonel (x1); Piercing Ram |
| Star Moth | 13 | 400 (15) | 50 | 90 degrees | 13 | 30 tons | Ballista (x2); Mangonel (x1) |
| Turtle Ship | 19 | 300 (15) | 25 | 90 degrees | 16 | 30 tons | Ballista (x3); Mangonel (x1) |
| Tyrant Ship | 17 | 300 (20) | 40 | 90 degrees | 10 | 20 tons | Eyestalk Cannons |
| Wasp Ship | 15 | 250 (15) | 50 | 180 degrees | 5 | 10 tons | Ballista (x1) |

WEAPON STAT BLOCKS

This section provides a summary and explanation of the basic components of the stat blocks for artillery weapons typically found on a spelljammer ship. Such weapons are slow to load and fire. Player characters are almost always better off using their own weapons and spells in ship-to-ship combat and leaving the artillery to be manned by the ship's crew.

ARTILLERY WEAPON STAT BLOCK COMPONENTS

Below is a table summarizing the key stats of common types of artillery weapons found on spelljammer ships. For purposes of this summary table, an artillery weapon's stat block is generally comprised of the components listed below. Some weapons may have special abilities or unique features not included in the summary table below, such as the mangonel being able to hit targets behind cover.

Armor Class. The weapon's AC reflects the materials used to construct it.

Hit Points. The weapon's hit points represent how much damage it can take before it is destroyed. A weapon doesn't have hit dice.

Attack. This represents the bonus to attack rolls made with the weapon.

Range. The weapon's range is expressed as two numbers. The first is the weapon's normal range

in feet, and the second indicates the weapon's long range. When making an attack with the weapon against a target beyond its normal range, the attack roll has disadvantage. Targets beyond the weapon's long range cannot be targeted.

Damage. This represents the amount of damage the weapon deals to a target on a successful hit.

Crew. Artillery weapons more complex and cumbersome than traditional weapons, generally requiring a series of actions load, aim, and fire the weapon. This number represents the number of crew members required to fire the weapon during the ship's turn in combat, as they work together to perform these actions concurrently. If there are not sufficient available crew members to fulfill these actions, the weapon cannot be fired that turn. Each crew member can only be assigned to one weapon each turn.

SUMMARY OF SPELLJAMMER WEAPON STATS

The following table summarizes the basic stats of the artillery weapons available to spelljammer ships presented in the *Astral Adventurer's Guide*, with modifications where needed to work with the rules and mechanics of this supplement.

SPELLJAMMER ARTILLERY WEAPONS STATISTICS SUMMARY TABLE

| Name | AC | HP | Attack | Range | Damage | Crew |
|-------------------|-----|-----|--------|------------------|------------|------|
| Ballista | 15 | 50 | +6 | 120/480 | 16 (3d10) | 3 |
| Improved Ballista | 15 | 50 | +6 | 120/480 | 22 (4d10) | 3 |
| Mangonel | 15 | 100 | +5 | 200/800 (60 min) | 27 (5d10) | 5* |
| Carronade | 19 | 50 | +6 | 30/120 | 33 (6d10) | 3 |
| Cannon | 19 | 75 | +6 | 600/2400 | 44 (8d10) | 3 |
| Blunt Ram | n/a | n/a | +8 | 0 | 88 (16d10) | n/a |
| Piercing Ram | n/a | n/a | +8 | 0 | 88 (16d10) | n/a |

*If installed on a turret rotator, a mangonel requires one fewer crew members than normal to fire.